

JKO



JOINT KNOWLEDGE ONLINE

Mr. Joe Camacho
Program Director
August 2011

Tier II
2009 - 2011
Next
Generation

Tier I
2007
First
Generation

Interactive Desktop Simulation



Virtual Cultural Awareness Trainer



Small Group Scenario Trainer

JKO Content Management Architecture

First Level
Web-based
Courses

Learning Content
Management System
(Atlas Pro)

Web-based Courseware
Authoring Tool
(ROCCE)

JKO
Portals

JKO VALUE AND IMPACT

(as of 1 Jul 11)

JFCOM
230,000
Trng Hrs Delivered



TRANSCOM
9,000
Trng Hrs Delivered



NATO/PfP
400,000
Trng Hrs Delivered



EUCOM
15,000
Trng Hrs Delivered



NORTHCOM
5,300
Trng Hrs Delivered



USFK
596,000
Trng Hrs Delivered



STRATCOM
23,000
Trng Hrs Delivered



CENTCOM
44,000
Trng Hrs Delivered



SOCOM
6,000
Trng Hrs Delivered



PACOM
176,000
Trng Hrs Delivered



SOUTHCOM
4,700
Trng Hrs Delivered



AFRICOM
6,800
Trng Hrs Delivered



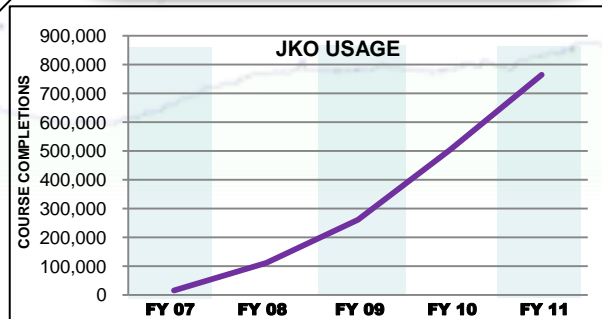
NATIONAL GUARD BUREAU
400,000
Trng Hrs Delivered

JKO KEY METRICS

- **497K** Registered Users
- **764K** Course Completions
 - Avg **29K** (FY11 per Month)
- Tracked and Reported **DOD-Wide**
- **2.9 Mil** Trng Hrs Delivered Online (SIPR / NIPR / IP)

JKO KEY TRAINING AREAS

- Individual Augmentee
- Joint Task Force Headquarters
- Irregular Warfare
- Small Group Staff
- Culture / Language
- SERE 100



SERVICES and INTERAGENCY

Organization	Training Hours Delivered	Course Completions
ARMY	~ 2,200,000	~ 421,200
USAF	~ 349,000	~ 55,140
NAVY	~ 223,552	~ 48,000
USMC	~ 72,700	~ 18,500
DOD Civilians/ Interagency/CTRs	~ 990,000	~ 196,000

EFFECTIVENESS ASSESSMENT

- ▶ What: JKO Value and Effectiveness Assessment
 - ▶ Phase 1: Informal study utilizing academic research and other studies (end of August 2011)
 - ▶ Phase 2: Formal study incorporating JKO immersive training courses and users
- ▶ Who: Industry and Academic Distributed Learning Expertise
- ▶ Why: To ensure value to the warfighter

Tier III
2012
Vision State

Tier II
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Tier I
2007
First
Generation



Mobile Learning Environment



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VIRTUAL WORLD TECHNOLOGY



Mobile Learning Environment



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